

STATIONFALL™

FLOYD IS BACK IN THE BOFFOID SEQUEL TO PLANETFALL.



INFOCOM™

INTERACTIVE FICTION

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EmuMovies

STATIONFALL



OFFICIAL TECHNICAL MANUAL

If you've never played Infocom's interactive fiction before, you should read this entire instruction manual. If you're an experienced Infocom player, just read *Section I: About Stationfall*.

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This briefly describes the most important things to know about interactive fiction.	

SECTION I: ABOUT STATIONFALL

Preface to the Story

After the fall of the Second Galactic Union in 1716 GY, a ten-thousand-year dark age settled upon the galaxy. Interstellar travel was non-existent, and many star systems descended into a near-barbaric state, burning fossil fuels for energy and growing food directly from exposed topsoil.

In 11,203 GY, a treaty between the growing empires of Tremain and Gallium formed the Third Galactic Union. A pseudo-military branch of the Union government on Tremain was created. Called the Stellar Patrol, its ships began exploring the galaxy, searching for the human civilizations that are the remnants of the Second Union.

You are a native of Gallium, one of the most politically powerful but culturally barren worlds of the Union. Your great-great-grandfather was a founding officer of the Stellar Patrol, and for five generations, your family has served in the Patrol. It was always taken for granted that you would sign up as soon as you came of age.

Once you joined the Patrol, you discovered that the exciting career promised in all the Patrol recruitment brochures was nonsense. Your life was drudgery and demerits. The only time you got to see an exotic planet was right after a big parade, when they needed a detail to sweep up all the confetti.

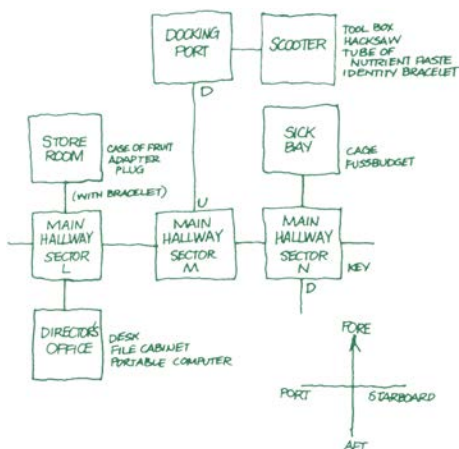
Then came your big moment: shipwrecked on a seemingly deserted world, you met an exuberant robotic companion named Floyd. Together, the two of you discovered the secret of that mysterious planet, Resida, and saved it from near destruction. The story of that heroic deed was told in *Planetfall*.

As a result of your heroics, you were offered, and quickly accepted, a juicy promotion. Goodbye Ensign Seventh Class - now you were a Lieutenant First Class! No more scrubwork! No more bathroom details! No more cleaning of the grotch cages! Finally, your life in the Stellar Patrol would be as exciting as those brochures had promised!

Oh, how naive you'd been. Your daily routine simply replaced tedious scrubwork with tedious paperwork. Since your planetfall on Resida, five long years have dragged by, without a single solitary event worthy of note. Why, just look at today's "thrilling" assignment: scooting over to Space Station Gamma Delta Gamma 777-G 59/59 Sector Alpha-Mu-79 to pick up a supply of Request for Stellar Patrol Issue Regulation Black Form Binders Request Form Forms...

Sample Transcript and Map

This transcript is not from *Stationfall*, but will give you a good general idea of how Infocom's interactive fiction works. It contains some simple puzzles and their solutions. The player's commands appear in capital letters after each prompt (>). The map represents the terrain in the sample transcript as you might have drawn it.



>WAIT

Time passes...

The scooter glides into the station's docking port. The retro-thrusters bring the scooter to a halt. As the docking port fills with air the scooter's hatch opens.

>LOOK

Scooter, in the pilot's couch

You are in the cramped one-man space scooter. Through the viewport, you see the docking port of Space Station BG-12. The scooter's hatch is open.

You can see a toolbox here.

>OPEN THE TOOLBOX

You can't reach it from the pilot's couch.

>STAND UP

You are standing again.

>OPEN THE TOOLBOX

It's locked.

>LEAVE THE SCOOTER

Docking Port

This is the huge docking port of the space station. Only one ship is here at the moment, a one-man scooter, so the docking port seems unusually empty. A tube leads down toward the heart of the station.

>DOWN

Main Hallway, Sector M

This is the station's main corridor, which continues to port and starboard. A tube leads up toward the docking port.

>STARBOARD

Main Hallway, Sector N

This is the station's main corridor, which continues to port and starboard. A room lies to fore, and a tube leads down to the next level of the station.

Lying at the base of the wall is a key.

>TAKE THE KEY

Taken.

>EXAMINE IT

The key looks like one of those new all-purpose keys that molds itself to any lock. A typical example of Garfoogian ingenuity.

>FORE

Sick Bay

Like the rest of the station, the medical facility is deserted. This is odd, for regulations require that the sick bay be staffed around the clock, ten chrons a day! The only exit is aft.

At the far end of the room, inside a steel cage, is a Thoosian Fussbudget, apparently asleep.

>WAKE THE FUSSBUDGET

It jumps to its feet, all twelve of them. "Hey, what's going on? Who are you? Lemme outta here!"

>OPEN THE CAGE

The cage is locked.

"Open the cage!" begs the Fussbudget, clawing at the bars. "I'm claustrophobic! I'll starve to death! I wanna go jogging!"

>UNLOCK THE CAGE WITH THE KEY

This seems to be one of those new sophisticated all-purpose-key-proof locks.

"Break the bars! Get an acetylene torch! Find a teleporter! I've got an appointment with my lawyer in five minutes! I'm allergic to

cages!" The Fussbudget begins sneezing wildly.

>AFT.PORT.UP.ENTER THE
SCOOTER.UNLOCK THE TOOLBOX WITH
THE KEY

Main Hallway, Sector N

Main Hallway, Sector M

Docking Port

You are beginning to get hungry.

Scooter

You can see a toolbox here.

The toolbox is now unlocked.

>OPEN THE TOOLBOX

Opening the toolbox reveals an identity bracelet, a hacksaw, and a tube of nutrient paste.

>TAKE ALL FROM THE TOLBOX

[I don't know the word "tolbox."]

>OOPS TOOLBOX

identity bracelet: Taken.

hacksaw: Taken.

tube of nutrient paste: You're carrying too much weight already.

>INVENTORY

You are carrying a hacksaw, an identity bracelet, a key, and a box of radioactive isotopes. You are wearing a Patrol uniform.

>DROP ALL BUT THE HACKSAW AND
THE BRACELET THEN TAKE THE TUBE
key: Dropped.

box of radioactive isotopes: Dropped.

Patrol uniform: You'll have to remove it first.

Taken.

You are now quite hungry.

>EAT THE PASTE

Mmmm...one of your favorites...anchovies and peanut butter. You empty the entire tube, and your hunger dissipates.

>OUT.DOWN.STARBOARD.FORE

Docking Port

Main Hallway, Sector M

Main Hallway, Sector N

Sick Bay

"It's about time you got back. You think it's fun being locked in a cage? What if there was a fire?"

>CUT THE BARS WITH THE HACKSAW

You cut through one of the bars. The Fussbudget sticks its head through the gap. "Come one, cut some more! I'm almost out...do you think these edges where you cut the bars are sharp?"

>AGAIN

You cut a second bar. The Fussbudget squeezes through and leaps to the floor.

"Thanks, bud. By the way, I'm a Fussbudget."

It hops across the room and pokes four or five eye stalks cautiously through the doorway.

"Where is everyone? Hey, that looks like a tube of nutrient paste you've got there."

>GIVE THE TUBE TO THE FUSSBUDGET

The Fussbudget grabs the tube, wildly squeezes it with all six hands, and then throws it to the deck. "Empty! If I don't eat something soon I'll get sick."

>AFT

Main Hallway, Sector N

The Fussbudget gangles after you.

>PORT

Main Hallway, Sector M

The Fussbudget gangles after you.

>PORT

Main Hallway, Sector L

This is the station's main corridor, which continues to port and starboard. Rooms lie fore and aft.

The Fussbudget gangles after you. It suddenly notices your identity bracelet.

"Hey, a bracelet. If you gimme it, I can get us lotsa food, whaddya say, huh?"

>GIVE BRACELET TO FUSSBUDGET

The Fussbudget grabs the bracelet and dashes forward.

>FORE

You bounce off the invisible security barrier.

Within the room, you can see the Fussbudget, wearing the bracelet, greedily devouring a whole crate of Mondoweed fruits.

>FUSSBUDGET, GIVE ME THE BRACELET

Without looking up or pausing for a second, the Fussbudget tosses you the bracelet.

>PUT ON THE BRACELET

You are now wearing the bracelet.

>FORE

Store Room

This is a small storage room of some sort. A hallway lies aft.

You can see an adapter plug here.

The Fussbudget is just shoving the last few fruits into its huge mouth. "All the food is gone," it says with its mouth full. "Where am I gonna sleep tonight?"

>AFT.AFT

Main Hallway, Sector L

The Fussbudget gangles after you.

Director's Office

This is the office of the station manager. It is simply furnished, with a file cabinet and a desk. There's an electrical outlet on one wall.

Sitting on the desk is a portable computer and a slip of paper.

The Fussbudget gangles after you.

>READ

[What do you want to read?]

>SLIP OF PAPER

[taking the slip of paper first]

"Buy milk. Dentist at 3300. New password is 133."

>TURN ON THE PORTABLE COMPUTER

Nothing happens.

The Fussbudget shivers. "Does it seem chilly in here? I hate drafty places." A look of concern crosses its face. "Do you think the heating units have failed?"

>EXAMINE THE COMPUTER

The portable computer has a screen, a keyboard, and a power cord. The screen is blank.

The Fussbudget says, "See ya later, bub. I'm gonna go catch some winks." It gangles out.

>PLUG THE POWER CORD INTO THE ELECTRICAL OUTLET

The cord ends in a nine-prong plug, but the outlet will only accept five-prong plugs.

>FORE.FORE

Main Hallway, Sector L

Store Room

The Fussbudget is snoring loudly in the corner.

You can see an adapter plug here.

>TAKE

[the adapter plug]

Taken.

>EXAMINE IT

The adapter seems designed to fit nine-prong plugs into five-prong outlets.

>AFT.AFT.PLUG THE ADAPTER INTO THE SOCKET. PLUG THE CORD INTO THE ADAPTER.

Main Hallway, Sector L

Director's Office

Sitting on the desk is a portable computer.

Done.

Done.

>TURN ON THE COMPUTER

The computer beeps and the screen lights up, saying, "Please type password."

>TYPE "133"

The screen says "Password accepted. Type 7 for memo file. Type 11 for correspondence file."

>TYPE 7

The last page of the memo pad appears on the screen:

"22-Bozbar. All personnel have teleported down to the planet. I will be joining them in a chron or so, but I wanted to say goodbye to this old station; it's too bad we couldn't stop that reactor build-up. By the way, the latest reading for Critical is 6900."

>TIME

Adjusted Galactic Standard Time is exactly 6897.

>FORE

Main Hallway, Sector L

Suddenly, a giant fireball engulfs the entire station.

**** You have died ****

Your score is 9 points out of a total of 80, in 92 moves. This gives you the rank of pot scrubber.

About the Author

Steve Meretzky (1957-) was born and raised in Yonkers, NY, where his early hobbies included rooting for the New York Mets and against Richard Nixon.

Historians of interactive fiction point to Meretzky's first job, packing nuts and bolts for his father's hardware business, as the formative moment of his writing career. Most others think that there's absolutely no connection, and that all historians of interactive fiction are fruitcakes.

Meretzky arrived at the Massachusetts Institute of Technology in September of 1975 to pursue a career in architecture. MIT's Department of Architecture convinced Meretzky that he should pursue a career in Construction Management. Following his unexpected graduation, several construction firms convinced Meretzky that he should pursue a career as a game tester for Infocom. Finally, by 1982, Marc Blank had convinced Meretzky that he should pursue a career as an author of interactive fiction ("implementor" in Infocom lingo).

While at Infocom, a heart-warming interoffice romance blossomed between Steve and the Sales Department's Elizabeth Rock. Married since September of 1985, Steve and Betty have no children, but they do have a garage door opener that they're very proud of.

Other works of interactive fiction by Steve Meretzky:

Planetfall (1983)

Sorcerer (1984)

The Hitchhiker's Guide to the Galaxy (1984) (with Douglas Adams)

A Mind Forever Voyaging (1985)

Leather Goddesses of Phobos (1986)

SECTION II: ABOUT INFOCOM'S INTERACTIVE FICTION

An Overview: What is interactive fiction?

Interactive fiction is a story in which *you* are the main character. Each interactive story, such as *Stationfall*, presents you with a series of locations, items, characters, and events. You can affect the direction of the story by moving from place to place, using the objects you find, and interacting with the other characters.

An important element of interactive fiction is puzzle-solving. Think of a locked door or a ferocious beast not as a permanent obstacle, but merely as a puzzle to be tackled. (Find the key that unlocks the door, or figure out what tune will charm and tame that beast.)

In *Stationfall*, time passes only in response to your input. Nothing happens until you type a sentence and press the RETURN (or ENTER) key, so you can plan your turns as slowly and carefully as you want.

In the story, time is kept in millichrons, the galactic standard. A thousand millichrons make up one chron, and ten chrons make up one day. In addition to keeping track of the time, *Stationfall* measures your progress by giving you a score. You'll get points for solving puzzles and for reaching certain new locations. A perfect score of 80 is your goal; making sure you have fun getting there is ours.

Starting and Stopping

Starting the story: To load *Stationfall*, follow the instructions on the Reference Card in your package.

On your screen, you will see a description of the opening location of the story, Deck Five, followed by the prompt (>), indicating that *Stationfall* is waiting for your first input.

Here are a few inputs for you to try at the first several prompts. After typing each input, don't forget to hit the RETURN (or ENTER) key.

```
>INVENTORY  
>EXAMINE THE PATROL UNIFORM  
>WALK STARBOARD  
>DROP THE CHRONOMETER
```

You should now have a feel for interacting with the story. *You* decide what to do next.

Saving and restoring: It will probably take you several days to complete *Stationfall*. Using the SAVE feature, you can continue the story at a later time without having to start over from the beginning, just as you can place a bookmark in a book you are reading. Even if you aren't about to stop playing, it's useful to SAVE before (or after) trying something dangerous or tricky. That way, even if you get lost or "killed" in the story, you can return to your saved position.

To save your place, type SAVE at the prompt (>), and then press RETURN (or ENTER). Then follow the instructions for saving and restoring on your Reference Card. Some computers require a blank SAVE disk, initialized and formatted. Using a disk with data on it (other than *Stationfall* saves) may result in the loss of that data, depending on your computer. You can save your position as often as you like by using additional blank disks.

Any time you want to return to a saved position, just typed RESTORE at the prompt (>), and hit RETURN (or ENTER). Then follow the instructions on your Reference Card. You can then

continue the story from your **SAVE**. You can type **LOOK** for a description of where you are.

Quitting and restarting: If you want to start over from the beginning, type **RESTART** and press the **RETURN** (or **ENTER**) key. (This is usually faster than re-booting.) *Stationfall* will ask you to confirm this command.

If you want to stop entirely, type **QUIT** and press **RETURN** (or **ENTER**). Once again, *Stationfall* will ask to make sure this is really what you want to do.

Remember, when you **RESTART** or **QUIT**, you must first **SAVE** if you ever want to return easily to your current point in the story.

Communicating with Infocom's Interactive Fiction

In *Stationfall*, you type your commands in plain English each time you see the prompt (**>**). Most of the sentences that *Stationfall* will understand are imperative sentences. See the examples below.

When you have finished typing your input, press the **RETURN** (or **ENTER**) key. *Stationfall* will then respond, telling you whether your request is possible at this point in the story, and what happened as a result.

Stationfall recognizes your words by their first *six* letters, and all subsequent letters are ignored. For example, *Stationfall* would not be able to distinguish among **SPACESHIP**, **SPACESTORM**, and **SPACESICKNESS**.

To move around, just type the direction you want to go. Directions can be abbreviated: **NORTH** to **N**, **SOUTH** to **S**, **EAST** to **E**, **WEST** to **W**, **NORTHEAST** to **NE**, **NORTHWEST** to **NW**, **SOUTHEAST** to **SE**, **SOUTHWEST** to **SW**, **UP** to **U**, and **DOWN** to **D**. **IN** and **OUT** will also work in certain places.

Stationfall understands many different kinds of sentences. Here are examples, using objects and characters that don't actually appear in *Stationfall*:

```
>WALK TO THE NORTH
>WEST
>NE
>DOWN
>TAKE THE METEORITE
>OPEN THE HATCH
>READ THROUGH THE MANUAL
>LIE DOWN ON THE ACCELERATION
  COUCH
>EXAMINE THE SHINY LASER RIFLE
>PUT THE POWER PACK IN THE RIFLE
>SHOW MY ANTENNAE TO THE ALIEN
  AMBASSADOR
>SHOOT THE MENACING ALIEN WITH THE
  SHINY LASER RIFLE
>ASK THE SENTIENT CRAB ABOUT THE
  ELECTRON MICROSCOPE
```

You can use multiple objects with certain verbs if you separate them by the word **AND** or by a comma. Some examples:

```
>TAKE THE MEGAFUSE AND THE
  TANGERINE
>DROP THE BOTTLE OF ARGON, THE
  SPOON, AND THE LEMMING FOOD
>PUT THE MATTER AND THE ANTI-
  MATTER IN THE BOX
```

You can include several commands on one line if you separate them by the word **THEN** or by a period. Each command will be handled in order, as though you had typed them individually at separate prompts. For example, you could type all of the following at once, before pressing the **RETURN** (or **ENTER**) key:

```
>PUSH THE BUTTON. ENTER THE SPACE
  SCOOTER THEN SHUT THE HATCH
```

If *Stationfall* doesn't understand one of the sentences on your input line, or if an unusual event occurs, it will ignore the rest of your input line.

The words IT and ALL can be very useful. For example:

>LOOK AT THE OXYGEN TANK. TAKE IT.
PUT IT ON.
>TURN ON THE HYPERSPATIAL
COMPUTER. PROGRAM IT. TURN IT OFF.
>PICK UP THE ENERGY TABLET. SMELL
IT. SWALLOW IT.
>TAKE ALL
>TAKE ALL THE TOOLS
>DROP ALL THE TOOLS EXCEPT THE
WRENCH AND THE PHOTON SPANNER
>TAKE ALL FROM THE CARTON
>PUT ALL IN THE POCKET OF THE
JUMPSUIT
>GIVE ALL BUT THE BATTERY TO THE
BROKEN CYBORG

The word ALL refers to every visible object except those inside something else. If there were an apple on the ground and an orange inside a cabinet, TAKE ALL would take the apple but not the orange.

There are only three kinds of questions that *Stationfall* understands: WHO IS (someone), WHERE IS (something), and WHAT IS (something). Here are some examples you can try in *Stationfall*:

>WHO IS PLATO?
>WHAT IS A GRUE?
>WHERE IS EVERYBODY?

When you meet intelligent creatures in *Stationfall*, you can talk to them by typing their name, then a comma, then whatever you want to say to them. Here are some examples:

>ZEKE, HELLO
>CAPTAIN MEASEL, TELL ME ABOUT THE
ASTEROID
>UNCLE OTTO, GIVE ME YOUR WALLET
>BOY, RUN HOME THEN CALL THE
POLICE
>GALACTIC OVERLORD, PICK UP THAT
PLANETOID. EAT IT

Notice that in the last two examples, you are giving the character more than one command on the same input line. But remember, many creatures in the story don't care for idle chatter.

You can use quotes to answer a question, type something on a keyboard, or say something "out loud." Examples:

>SAY "HELLO"
>ANSWER "YES"
>TYPE "520"

Stationfall tries to guess your intention when you give incomplete information. When it does so, it will tell you. For example:

>UNLOCK THE CONTROL PANEL
[with the key]
The panel is now unlocked.

or

>SHOOT THE SEVEN-HEADED PURPLE
ALIEN
[with the seven-headed purple alien gun]
A bolt of energy vaporizes one of the alien's heads. Unfortunately, it continues to advance, and there isn't a six-headed purple alien gun in sight.

If your command is ambiguous, *Stationfall* will ask you to clarify. You can answer these questions simply by supplying the missing information at the very next prompt. For example:

>SHOW THE HOLOGRAM
Whom do you want to show the hologram to?

>THE BUG-EYED MONSTER
The monster takes one look at the hologram of the slime pits of its homeworld, has an acute attack of homesickness, and runs off in search of a travel agent.

or

>GIVE THE MELON TO THE ALIEN
Which melon do you mean, the honeydew melon or the moldy Venusian melon?

>MOLDY
The alien, grateful for such a delicious homeworld delicacy, gives you its time travel belt.

Special Commands

Below are explanations for a number of useful one-word commands. In many cases, these will not count as a turn. Type the command after the prompt (>) and press the RETURN (or ENTER) key.

AGAIN - This will repeat your previous input. For instance, typing SHOOT THE LASER AT THE RADIUM-POWERED ROBOT then typing AGAIN would be like trying to kill the robot twice in a row. You can abbreviate AGAIN to G.

BRIEF - This command tells *Stationfall* to fully describe a location only the first time you enter it. On subsequent visits, *Stationfall* will tell you only the name of the location and any objects present. *Stationfall* will begin in BRIEF mode, and remain in BRIEF mode unless you use the VERBOSE or SUPERBRIEF commands. SUPERBRIEF tells *Stationfall* to display only the name of a place you have entered, even if you have never been there before. In this mode, *Stationfall* will not even mention which objects are present. Of course, you can always get a full description of your location and the items there by typing LOOK. In SUPERBRIEF mode, the blank line between turns will be eliminated. This mode is meant for players who are already familiar with the geography. The VERBOSE command tells *Stationfall* that you want a complete description of each location, and the objects in it, every time you enter a location, even if you've been there before.

DIAGNOSE - *Stationfall* will give you a report of your physical condition.

FOOTNOTE - Occasionally, the text in *Stationfall* will mention the existence of a footnote. To read the footnote, simply type FOOTNOTE followed by the appropriate footnote number (for example, FOOTNOTE 7). This will not count as a turn.

INVENTORY - *Stationfall* will list what you are carrying and wearing. You can abbreviate INVENTORY to I.

LOOK - This will give you a full description of your location. You can abbreviate LOOK to L.

OOPS - If you mistype a word, such that *Stationfall* doesn't understand it, you can correct yourself at the next prompt by typing OOPS and the correct word. For example, if you typed HAND THE CHAIN SAW TO GARNDMA and were told "[I don't know the word 'garndma']" you could type OOPS GRANDMA rather than retyping the entire sentence.

QUIT - This lets you stop. If you want to save your position before quitting, follow the instructions in the "Starting and Stopping" section on page 8. You can abbreviate QUIT to Q.

RESTART - This stops the story and starts it over from the beginning.

RESTORE - This restores a previously saved position. See "Starting and Stopping" on page 8 for more details.

SAVE - This puts a "snapshot" of your current position on your storage disk. You can return to a saved position in the future using the RESTORE command. See "Starting and Stopping" on page 8 for more details.

SCRIPT - This command tells your printer to begin making a transcript of the story. A transcript may aid your memory, but is not necessary, and will only work on certain computers. Read your Reference Card for details.

STATUS - This command gives you the following information: your current mode of descriptiveness, your score, a ranking based on that score, and the current time in the story. Note that your score and the time can also be found on your status line at the top of the screen.

SUPERBRIEF - This command tells *Stationfall* to give you the sparest level of description. See BRIEF above.

TIME - This will give you the current time in the story.

UNSCRIPT - This tells your printer to stop making a transcript.

VERBOSE - This command tells *Stationfall* to give you the wordiest level of description. See BRIEF above.

VERSION - *Stationfall* responds by showing you the release number and the serial number of your copy of the story. Please include this information if you ever report a "bug" in the story.

WAIT - This causes time in the story to pass. Since nothing happens until you type a sentence and press RETURN (or ENTER), you could leave your computer, take a trip to Rigel Seven, then return to the story to find that nothing has changed. You can use WAIT to make time pass in the story without doing anything. For example, if you met an alien robot, you might WAIT to see if it will say anything; if you were aboard a moving space scooter, you might WAIT to see where it goes. You can abbreviate WAIT to Z.

Tips for Novices

1. Draw a map. It should include each location and the connections to adjoining locations. When you find yourself in a new place, make note of any interesting objects there. (See the small sample map that goes along with the sample transcript on page 4.) Remember, there are 10 possible directions (NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, and DOWN) plus IN and OUT.

2. EXAMINE all objects you come across in the story.

3. TAKE and carry as much as you can carry. Most objects that you find are important for solving one or more of the puzzles you'll run into.

4. SAVE your place often, so that if you mess up or get "killed," you won't have to start over from the beginning. See page 8 for more instructions.

5. Read the story carefully! There are often clues in the descriptions of locations and objects.

6. Try everything you can think of - even strange or dangerous actions are fun and may provide clues; you can always save your position first. Here's a silly example:

>GIVE THE BASKETBALL TO THE LION
The lion takes an experimental bite out of the basketball but spits it out. It continues to gnaw on your leg.

Thus, you discover that giving something more edible to the lion (that slab of raw meat?) might save your leg.

7. There are many possible routes to the end of *Stationfall*. If you get stuck on one puzzle, move on to another. Some puzzles have more than one solution; other puzzles don't need to be solved at all. Sometimes you will have to solve one puzzle in order to obtain the item(s) or information you need to solve another puzzle.

8. Play *Stationfall* with a friend! As the dual-brained worm beasts of Nebulon are fond of saying, "Two heads are better than one."

9. If you get completely stumped, you can order a hint booklet and map using the order form in your package. You don't *need* this booklet to enjoy the story, but it will help you solve the puzzles.

10. Read the sample transcript on page 4 to get a feel for how interactive fiction works.

11. You can word a command in many different ways. For example, if you wanted to make a wish, you could type in any of the following:

>DROP THE COIN DOWN THE WISHING WELL
>TOSS THE COIN INTO THE WELL
>PUT COIN IN WELL

If you type a sentence that *Stationfall* doesn't understand, try rephrasing it or using synonyms. If *Stationfall* still doesn't understand, you're probably trying something that isn't important for completing the story.

Common Complaints

Stationfall will complain if your input confuses it completely. *Stationfall* would then ignore any further sentences on your input line. (Certain events, such as being attacked, will also cause *Stationfall* to ignore any additional sentences on your input line, since the event may have changed your situation drastically.) Some of *Stationfall*'s complaints:

I don't know the word "_____".

That word is not in the story's vocabulary. Sometimes using a synonym or rephrasing will help; more likely, you're just barking up the wrong tree. *Stationfall* recognizes over 800 words, all that you need to use and most that you're likely to use. However, *Stationfall* uses many words in its descriptions that it will not recognize in your inputs. Thus, you might read, "The moon casts violet shadows across the crater." but discover that *Stationfall* doesn't understand the words MOON or SHADOW or CRATER in your input. When this happens, you can assume that you don't need to refer to those things to complete the story; they are only there to create a more vivid image of your location.

You used the word "_____" in a way that I don't understand.

Stationfall knows the word but couldn't use it in that sense. Usually this is because *Stationfall* knows it as a different part of speech. For example, if you typed GO TO THE LOWER LEVEL, you are using LOWER as an adjective, but *Stationfall* might know LOWER only as a verb, as in LOWER THE ROPE.

There was no verb in that sentence!

Unless you are answering a question, each sentence must have a verb (or one of the special commands). Among the most important verbs that *Stationfall* understands are TAKE, DROP, PUT, GIVE, LOOK, READ, EXAMINE, OPEN, CLOSE, ENTER, EXIT, EAT and WEAR. There are many more. Remember, you can use a variety of prepositions with your

verbs. (For example, LOOK can become LOOK AT, LOOK INSIDE, LOOK BEHIND, LOOK UNDER, LOOK THROUGH, and so on.)

There seems to be a noun missing in that sentence. This usually means your sentence was incomplete, such as EAT THE BLUE or PUT THE BOOK IN THE.

There were too many nouns in that sentence. An example is CARVE MY INITIALS ON THE TREE WITH THE KNIFE, which has three noun "phrases," one more than *Stationfall* can digest in a single action.

I beg your pardon? You pressed the RETURN (or ENTER) key without typing anything.

You can't see any _____ here!

The object you referred to was not visible. It may be somewhere else, or it may be present but in a closed container.

The other object[s] that you mentioned isn't [aren't] here. You referred to several objects in the same sentence, and at least one wasn't visible.

You can't use multiple [in]direct objects with "_____". You can use multiple objects (that is, nouns or noun phrases separated by AND or a comma) or the word ALL only with certain verbs, such as TAKE, DROP, and PUT. For example, EXAMINE will not work with multiple objects; you couldn't say EXAMINE ALL or EXAMINE THE BOWL AND THE SWORD.

That sentence isn't one I recognize. Usually, this means that the syntax (sentence structure) you used is not among the 300 or so syntaxes that *Stationfall* understands. For example, SIT UNDER THE TREE and SKIP AROUND THE MAYPOLE are syntaxes that wouldn't be recognized by *Stationfall*. There's a limited amount of space in the program, so syntaxes that are less common or not useful aren't included. Try rephrasing the sentence.

We're Never Satisfied

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Infocom
125 CambridgePark Drive
Cambridge, MA 02140
Attn: FLOYD

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Quick Reference Guide

1. To start the story ("boot up"), see the separate Reference Card in your *Stationfall* package.

2. When you see the prompt (>) on your screen, *Stationfall* is waiting for your input. There are four kinds of sentences or commands that *Stationfall* understands:

A. Directions: To move from place to place, just type the direction you want to go: NORTH, SOUTH, EAST, WEST, NORTHEAST, NORTHWEST, SOUTHEAST, SOUTHWEST, UP, DOWN, IN, or OUT.

B. Actions: Just type what you want to do. Some examples: READ THE BOOK or OPEN THE DOOR or LOOK THROUGH THE WINDOW or GIVE THE BALL TO THE CAT. More complex sentences are described in "Communicating with Infocom's Interactive Fiction" on page 9.

C. Commands to other characters: Talk to characters in the story by typing their name, then a comma, then what you want to say to them. For example: FRED, HI or OLD MAN, GIVE ME THE TROMBONE.

D. Special commands: These give you information, such as INVENTORY, or affect the state of the program, such as VERBOSE. A list of these appears in the "Special Commands" section on page 10.

3. After typing your input, you must press the RETURN (or ENTER) key before *Stationfall* will respond.

4. Your screen will display a special line called the status line. It tells you your current location, your score, and the current time (if known).

5. You can pick up and carry many of the items you'll find in the story. For example, if you type TAKE THE TUBE OF JELLY, you will then be carrying it. Type INVENTORY to see what items you have.

6. When you want to stop, save your place in the story, or start over, read "Starting and Stopping" on page 8.

7. If you have trouble, refer to the specific section of the manual for more detailed instructions.

INFOCOM
Proof of Purchase
Stationfall



Stellar Patrol of the Third Galactic Union

OFFICIAL BLUEPRINTS



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G-IS6-ENV



Elevator



Bed, standard Patrol issue



Toilet stall



Utility shaft and air duct



Desk and Chair, personal



Access hatch



(Non-closing) Doorway



Chair, reading



Auto-door



Shrubs



Security auto-door

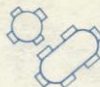


Table and Chairs



Air vent, horizontal



Tub, bathing

FPU Food Preparation Unit



Shower stall

FDU Food Dispensing Unit



Toilet



Wardrobe, personal



Sink, SanFac-type

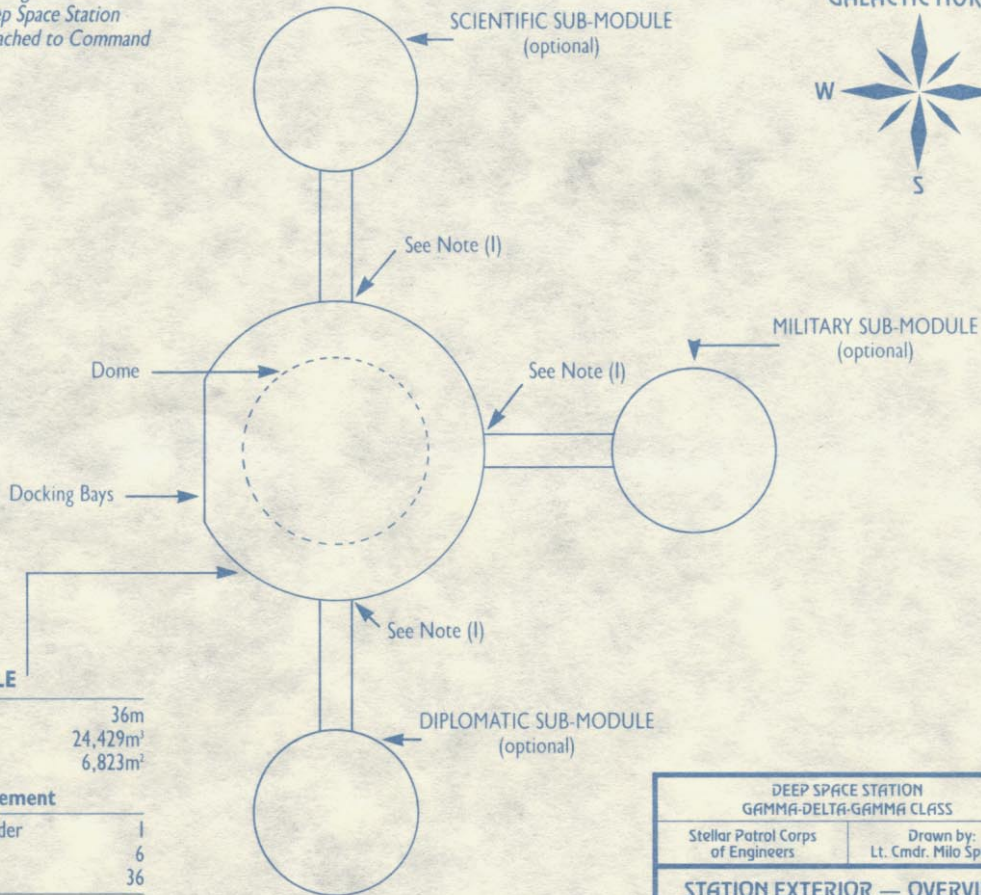
NOTE: Compass directions are relative to standard Galactic North. "UP" and "DOWN" are relative to the Station's internal artificial gravity.

DEEP SPACE STATION
GAMMA-DELTA-GAMMA CLASS

Stellar Patrol Corps
of Engineers

Drawn by:
Cmdr. Trip Flagstone

NOTE (I): Only connecting tubes to official Stellar Patrol Deep Space Station Sub-Modules may be attached to Command Module at these points.



COMMAND MODULE

Diameter	36m
Volume	24,429m ³
Usable floor area	6,823m ²

Normal complement

Station Commander	1
Officers	6
Crew	36
Total Personnel	43

DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS

Stellar Patrol Corps
of Engineers

Drawn by:
Lt. Cmdr. Milo Sputter

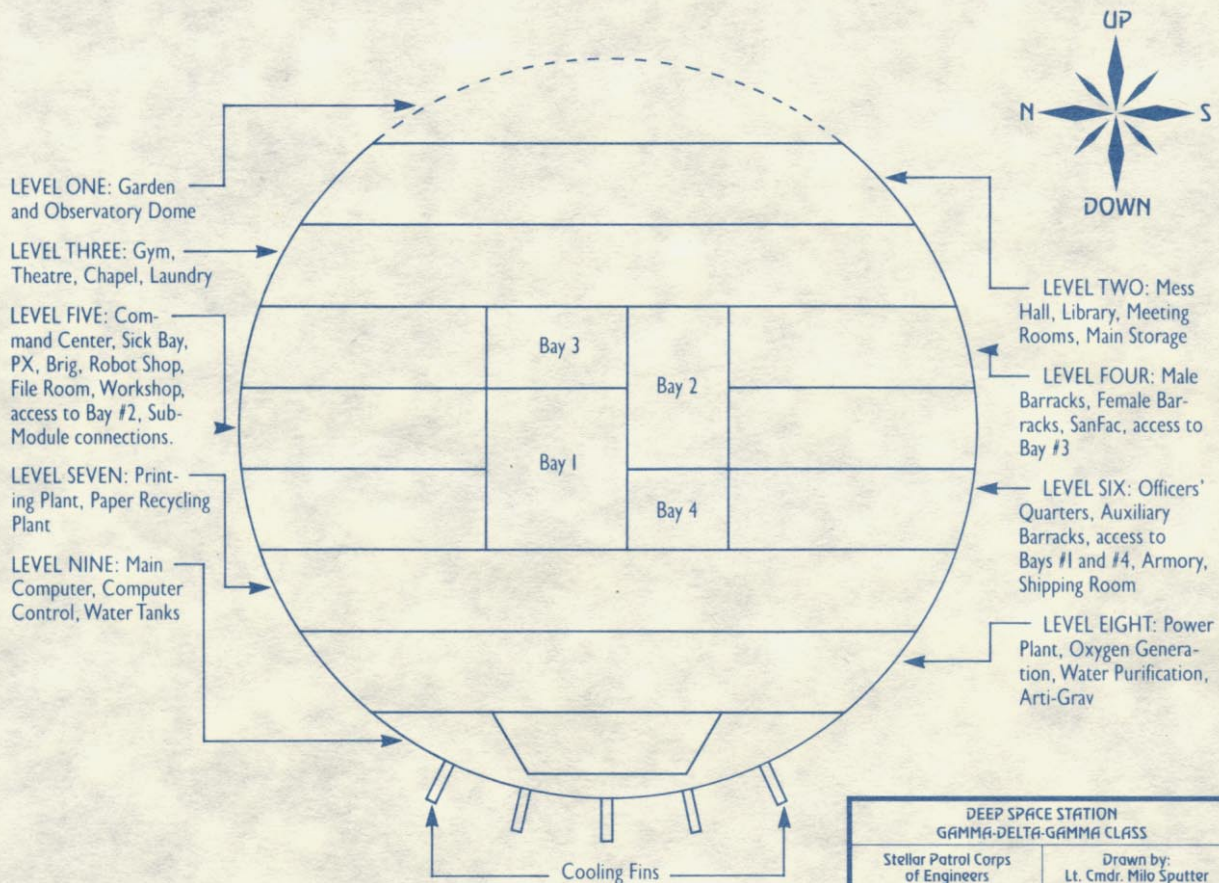
STATION EXTERIOR — OVERVIEW

Scale 1:750

Date: 113375.1

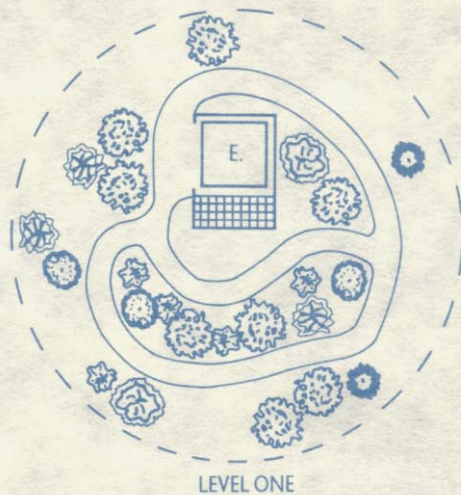
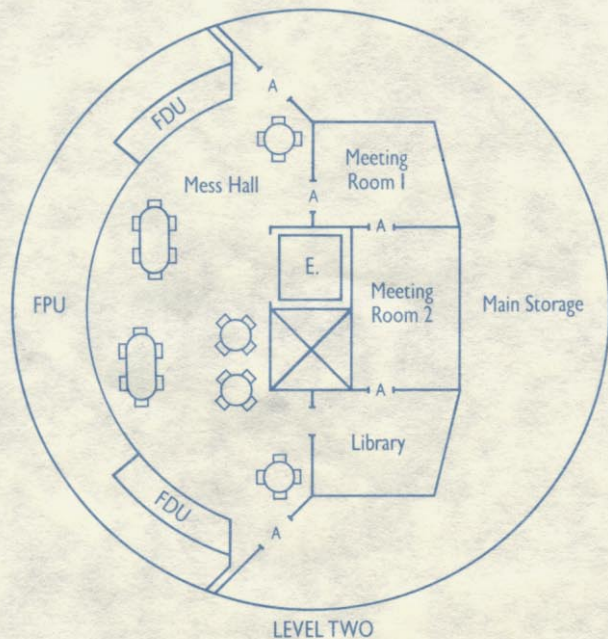
1 OF 9

G-IS6-2BLUE

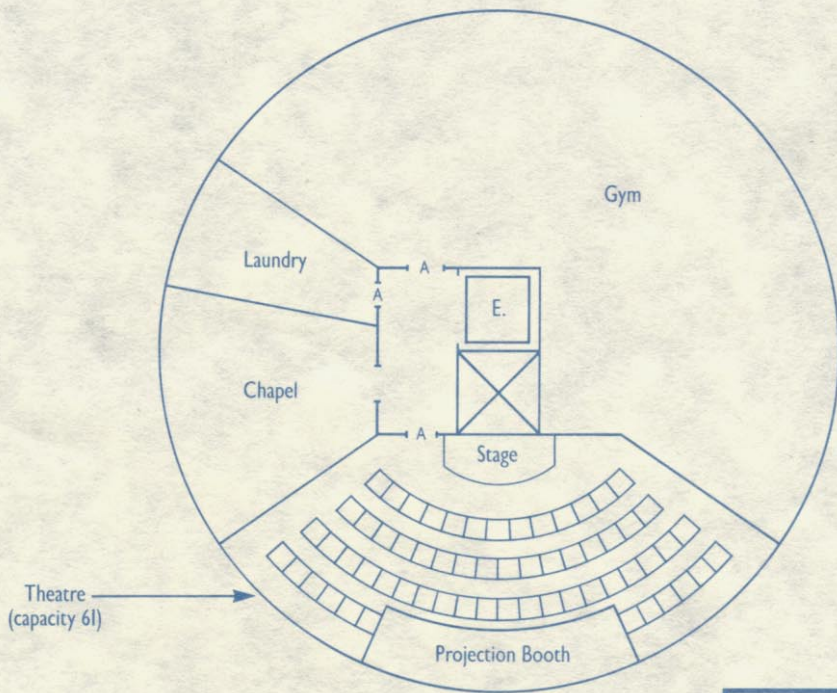


G-IS6-3BLUE

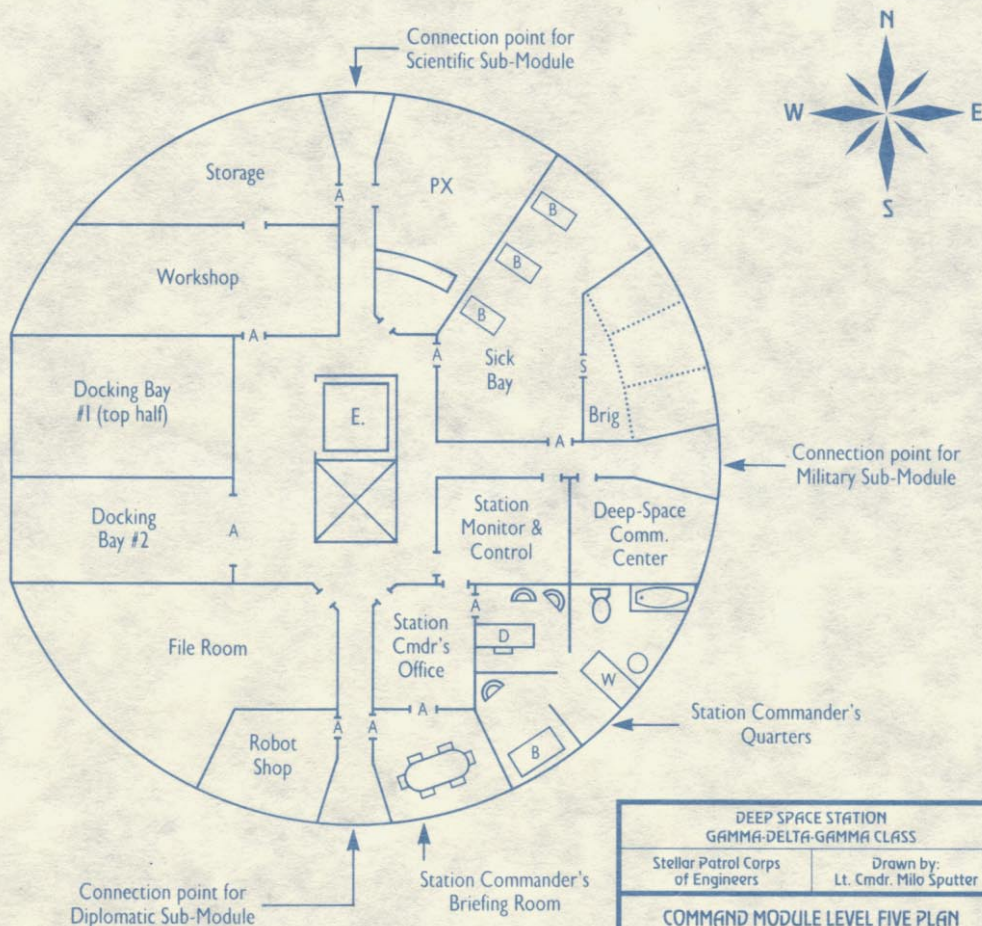
DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers		Drawn by: Lt. Cmdr. Milo Sputter
COMMAND MODULE INTERIOR—SIDE VIEW CUTAWAY		
Scale 1:375	Date: 113375.2	2 OF 9



DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers		Drawn by: Lt. Cmdr. Milo Sputter
COMMAND MODULE—LEVEL ONE & LEVEL TWO PLAN		
Scale 1:375	Date: 113375.5	3 OF 9



DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers		Drawn by: Lt. Cmdr. Milo Sputter
COMMAND MODULE LEVEL THREE PLAN		
Scale 1:375	Date: 113375.12	4 OF 9



DEEP SPACE STATION
GAMMA-DELTA-GAMMA CLASS

Stellar Patrol Corps
of Engineers

Drawn by:
Lt. Cmdr. Milo Spatter

COMMAND MODULE LEVEL FIVE PLAN

Scale 1:375

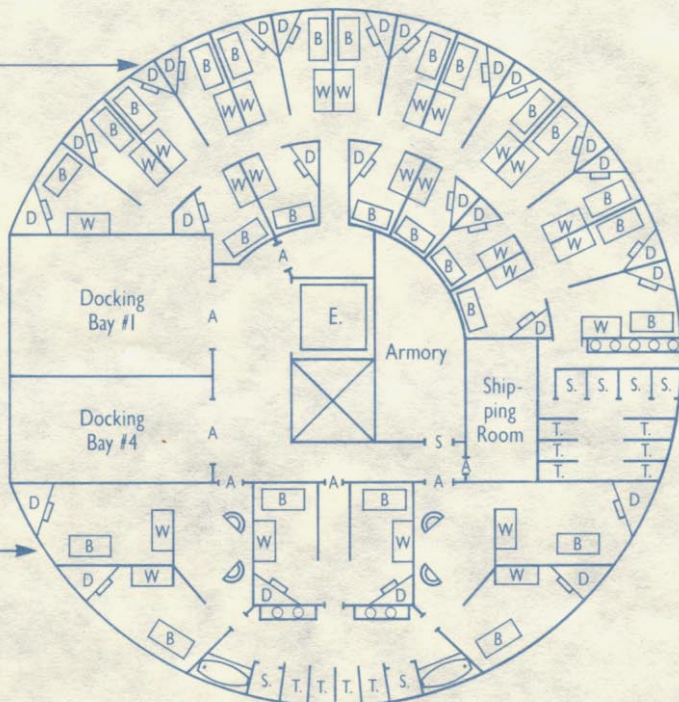
Date: 113378.18

6 OF 9

G-IS6-7BLUE



Auxiliary Barracks



Officers' Quarters
A, B, and C

Auxiliary SanFac

Officers' SanFac

DEEP SPACE STATION
GAMMA-DELTA-GAMMA CLASS

Stellar Patrol Corps
of Engineers

Drawn by:
Lt. Cmdr. Milo Sputter

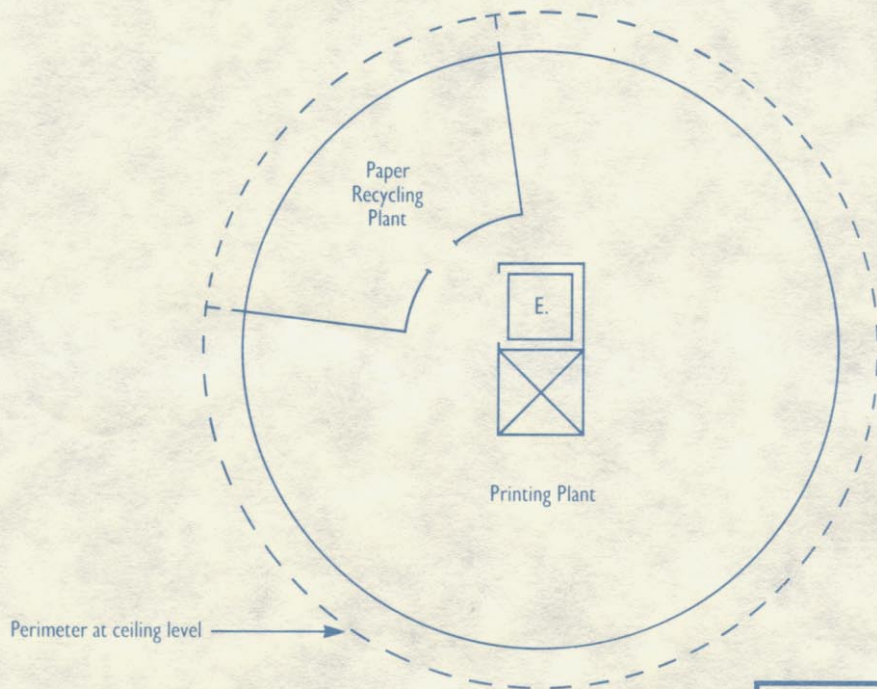
COMMAND MODULE LEVEL SIX PLAN

Scale 1:375

Date: 1133713.10

7 OF 9

G-IS6-8BLUE



DEEP SPACE STATION
GAMMA-DELTA-GAMMA CLASS

Stellar Patrol Corps
of Engineers

Drawn by:
Cmdr. Trip Flagstone

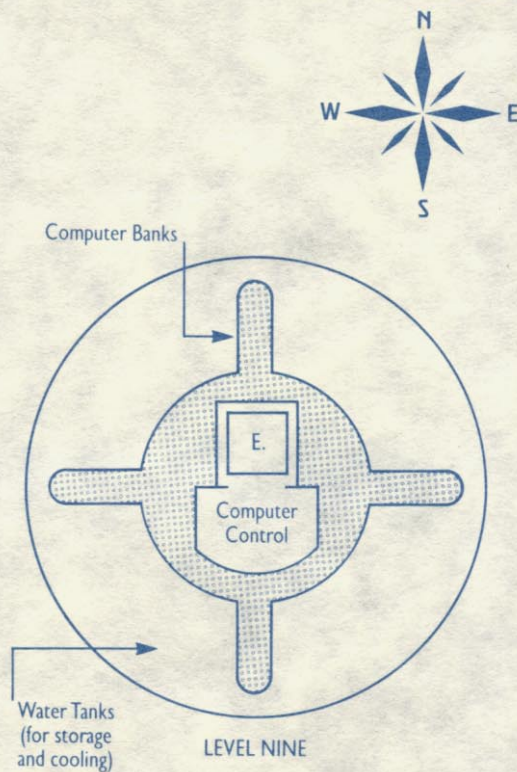
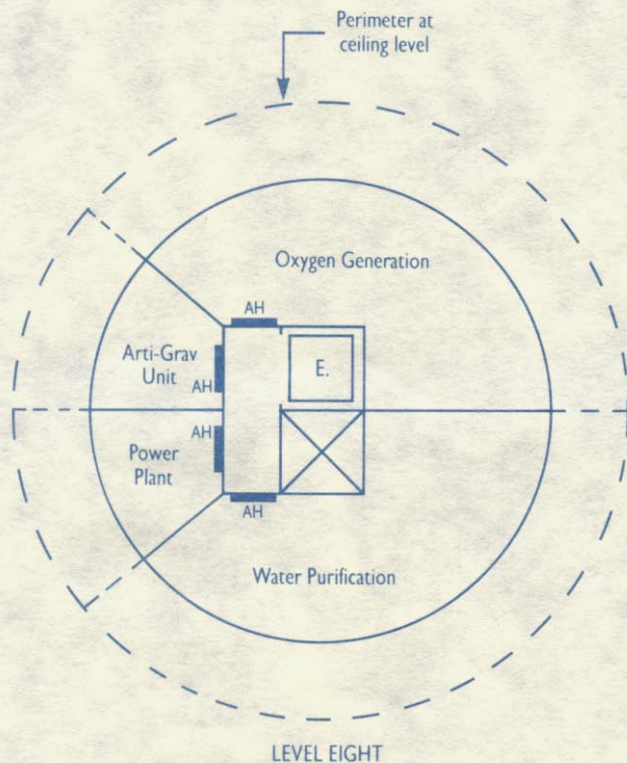
COMMAND MODULE LEVEL SEVEN PLAN

G-IS6-9BLUE

Scale 1:375

Date: 1133713.20

8 OF 9



DEEP SPACE STATION GAMMA-DELTA-GAMMA CLASS		
Stellar Patrol Corps of Engineers		Drawn by: Cmdr. Trip Flagstone
COMMAND MODULE LEVEL EIGHT & NINE PLAN		
Scale 1:375	Date: 11337.13.20	9 OF 9

Assignment Completion Form QX-17-T

GREEN: Issuee
BLUE: Issuer
WHITE: Issuee's Cndr.
CANARY: Issuer's Cndr.

PINK: Files
BUFF: Backup files
GRAY: Dbl Bckp Files
COFFEE: Tpl Bckp Files

CREAM: Records Officer
IVORY: Asst. Rec. Ofcr.
EGG: Jr. Rec. Ofcr.
MAUVE: Form Onbudsman

Issued: 4.12.11349 4254
(date) (time)

Issuee's rank: Lt. First Class

Issuee's Patrol ID number: 1451- 352- 716

Description of Assignment:

Take a spacetruck from the
Deck Five cargo bay. Proceed
to Space Station Gamma
Delta Gamma 777-G 59/59
Sector Alpha-Mu 79. Pick up
24 pallets of Request for
Stellar Patrol Issue Regulation
Black Form Binders Request
Form FORMS. This is a
Top- PRIORITY assignment!

VALIDATION BOX
(do not write in
this space)

Additional Data:

Astrogator's navigational data (time:course)

4300 - 4349: 632	5700 - 5749: 184	7100 - 7149: 128	8500 - 8549: 464
4350 - 4399: 609	5750 - 5799: 175	7150 - 7150: 133	8550 - 8599: 483
4400 - 4449: 587	5800 - 5849: 167	7200 - 7249: 139	8600 - 8649: 503
4450 - 4499: 565	5850 - 5899: 159	7250 - 7250: 145	8650 - 8699: 523
4500 - 4549: 544	5900 - 5949: 152	7300 - 7349: 152	8700 - 8749: 544
4550 - 4599: 523	5950 - 5999: 145	7350 - 7350: 159	8750 - 8799: 565
4600 - 4649: 503	6000 - 6049: 139	7400 - 7449: 167	8800 - 8849: 587
4650 - 4699: 483	6050 - 6099: 133	7450 - 7450: 175	8850 - 8899: 609
4700 - 4749: 464	6100 - 6149: 128	7500 - 7549: 184	8900 - 8949: 632
4750 - 4799: 445	6150 - 6199: 123	7550 - 7550: 193	8950 - 8999: 655
4800 - 4849: 427	6200 - 6249: 119	7600 - 7649: 203	9000 - 9049: 679
4850 - 4899: 409	6250 - 6299: 115	7650 - 7650: 213	9050 - 9099: 703
4900 - 4949: 392	6300 - 6349: 112	7700 - 7749: 224	9100 - 9149: 728
4950 - 4999: 375	6350 - 6399: 109	7750 - 7750: 235	9150 - 9199: 753
5000 - 5049: 359	6400 - 6449: 107	7800 - 7849: 247	9200 - 9249: 779
5050 - 5099: 343	6450 - 6499: 105	7850 - 7850: 259	9250 - 9299: 805
5100 - 5149: 328	6500 - 6549: 104	7900 - 7949: 272	9300 - 9349: 832
5150 - 5199: 313	6550 - 6599: 103	7950 - 7950: 285	9350 - 9399: 859
5200 - 5249: 299	6600 - 6649: 103	8000 - 8049: 299	9400 - 9449: 887
5250 - 5299: 285	6650 - 6699: 103	8050 - 8050: 313	9450 - 9499: 915
5300 - 5349: 272	6700 - 6749: 104	8100 - 8149: 328	9500 - 9549: 944
5350 - 5399: 259	6750 - 6799: 105	8150 - 8150: 343	9550 - 9599: 973
5400 - 5449: 247	6800 - 6849: 107	8200 - 8249: 359	
5450 - 5499: 235	6850 - 6899: 109	8250 - 8250: 375	
5500 - 5549: 224	6900 - 6949: 112	8300 - 8349: 392	
5550 - 5599: 213	6950 - 6999: 115	8350 - 8350: 409	
5600 - 5649: 203	7000 - 7049: 119	8400 - 8449: 427	
5650 - 5699: 193	7050 - 7099: 123	8450 - 8450: 445	

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Robot Use Authorization Form JZ-59-G

GREEN: Issuee
BLUE: Issuer
WHITE: Issuee's Cndr.
CANARY: Issuer's Cndr.

PINK: Files
BUFF: Backup files
GRAY: Dbl Bckp Files
COFFEE: Tpl Bckp Files

CREAM: Records Officer
IVORY: Asst. Rec. Ofcr.
EGG: Jr. Rec. Ofcr.
MAUVE: Form Onbudsman

Issued: 4.12.11349 4257
(date) (time)
Issuee's rank: Lt. First Class
Issuee's Patrol ID number: 1451-352-716
Applicable robot pool: Deck Five

Instructions to issuee: This form should be presented at the robot pool indicated above. If no such pool exists, return this form to its issuer along with eight completed copies of Missing or Non-Existent Robot Pool Report Form GY-98-M. At the indicated robot pool, this form should be given to any party or parties thereabouts responsible for the discharge of robots, or, if the indicated pool is automated, to the appropriate automated system or systems.

Instructions to robot pool: One robot may be discharged into the care of the issuee of this form for such purposes as are specified under the Stellar Patrol Omnibus Robot Use Policies and Procedures Book. Copies of this form should be sent to the issuee's immediate superior, the ship's Records Officers, Archives One, Two and Three, the issuee's permanent record file, and the files of the indicated robot pool.

Instructions to robot:



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Class Three Spacecraft Activation Form HB-56-V

GREEN: Issuee
BLUE: Issuer
WHITE: Issuee's Chdr.
CANARY: Issuer's Chdr.

PINK: Files
BUFF: Backup files
GRAY: Dbl Bckp Files
COFFEE: Tpl Bckp Files

CREAM: Records Officer
IVORY: Asst. Rec. Ofcr.
EGG: Jr. Rec. Ofcr.
MAUVE: Form Onbudsman

Issued: 4.12.11349 4259
(date) (time)

Issuee's rank: Lt. First Class

Issuee's Patrol ID number: 1451-352-716

This form is applicable to the following Class Three vehicles:

- TRANS-SPACEDOCK TUGBOAT
- FORMS TRANSPORT SPACETRUCK, SIX-METER
- FORMS TRANSPORT SPACETRUCK, NINE-METER
- FORMS TRANSPORT SPACETRUCK, TWELVE-METER
- TITANIUM-HULL SWAMP WALKER
- DEEP-SPACE TRANS-ION PARTICLE PLUCKER
- AMBASSADORIAL SHUTTLE, ONE-PERSON
- AMBASSADORIAL SHUTTLE, TWO-PERSON
- AMBASSADORIAL SHUTTLE, MORE-THAN-TWO-PERSON-OR-ONE-PERSON-PLUS-ANY-NUMBER-OF-NON-HUMANS
- SCOOTER, INTRA-SYSTEM, CAPTAIN ZOWIE MODEL
- ZERO-ENERGY PUDDLE-SITTER, SITTING DUCK BRAND
- SEMI-DOOFING GIGBUNG-POWERED DOUBLE-FOOZ

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Assigned to each STATIONFALL package: your STATIONFALL disk, a set of blueprints for a Gamma-Delta-Gamma Class deep space station; three highly bureaucratic forms; and your Stellar Patrol patch.

What a trotting krip! Since your incredible heroics in *Planetfall*, where you risked life and limb to save the planet Resida, things have hardly changed at all. Sure, you were promoted to Lieutenant First Class, but this only meant that your dull life of cleaning grotch cages was replaced by an equally dull life of paperwork. Now you've got another assignment tailor-made for a grotchbrain: pilot a spacetruck to a nearby station to pick up a load of trivial forms. Trot and double trot!

But all is not lost. By a happy twist of fate, your companion for the journey is your old pal Floyd! That's right, it's the same mischievous little robot, crayons and paddleball at the ready, who was your helpful buddy in *Planetfall*.

Getting to the space station is easy. But once there, you find it strangely deserted. Even the seedy space village surrounding the station is missing its ragtag tenants. A spooky alien ship carrying only an empty pedestal rests in a docking bay. An ostrich and an Arcturian balloon creature are found, abandoned but in perfect health. The commander's log de-

scribes the mysterious breakdown of machinery, demonstrated by a roving hull-welder who seems bent on your destruction. And finally even Floyd begins acting oddly...

Steve Meretzky, whose interactive fiction successes include *The Hitchhiker's Guide to the Galaxy*TM and *Leather Goddesses of Phobos*TM, won a Best Computer Software Designer award for *Planetfall*. Infocom fans, consistently rating *Planetfall* among their favorite computer games, have been begging for a sequel. Even if you've never played *Planetfall*, you will enjoy *Stationfall*: the puzzles will challenge your intellect, the humor will keep you laughing, and Floyd will win your heart.

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